



perception of distancing space. Space everywhere can be instant and into electronic networks and simultaneously made available here. Our proximity to everywhere becomes our proximity to those networks, or better, to the interface serving as a boundary to those networks - the surface.

The two-dimensional surface, in turn, becomes our external boundary of space. This forces a redefinition of space as that which occupies the volume between the body and the surface. More specifically, it is to the zone of projection between our eye and the total projection.

This gives rise to a revolution in the measure of space. The zone of projection of the human eye, the resolution of the information contained within the surface, and the proximity between the two for comfortable viewing are the new variables in this measurement.

RESIDUE

An aerial photograph of Manhattan reveals the glacial fabric that characterizes the Lower East Side. This district, bounded by 14th Street on the north, the East River on the east, the Brooklyn Bridge on the south, and Third Avenue and the Bowery on the west, is predominantly made up of a single building typology - the tenement.

Technically any center occupied multiple unit dwelling with communal circulation, yards, or bathhouse, the tenement has come to signify a five to six story, single apartment building. As a housing type, it has evolved over the course of Manhattan's urban history and has been preserved in its various forms in the Lower East Side.

The New York Commissioners' Plan, adopted in 1811, can be cited as the blueprint for Manhattan. The Plan allowed for the formation of rectangular blocks which could receive a regular geometry of lots conforming as closely as possible to an ideal unit of 25 feet wide by 100 feet deep. At the south end of Manhattan, the geometry varied perpendicular to the shoreline of the East River and related to existing landmarks that it traversed. Towards the north end of the district and extending over the rest of Manhattan, the gridiron plan created 200 feet by 400 foot blocks. Within these blocks, the 25 foot by 100 foot lots were established. Out of an economic imperative to maximize densities within this dimension, the tenement as a housing type emerged as the dominant form.

The predecessor to the tenement housing type was the 25 foot wide by 30 foot deep single family row house. With the tendency toward densification spurred on by the influx of the affluent class and the influx of immigrant communities, the single family row house evolved through successive alterations into a typical tenement house. Through interior conversions to multiple family dwellings, back-building and rear extensions, the tenement rose five or six stories and approached 100 percent lot coverage.

Successive legislation limited these densities in an effort to address health concerns and to maintain social control. Nonetheless, this landscape continued to be reproduced. The last major public urban study, The Plan for New York City of 1969, authored by the New York City Planning Commission, mapped land use and densities of the city and upheld the current pattern of predominantly high-density residential land use for the district, a directive reaffirmed by the current zoning resolution of the City of New York.

With the emergence of infrastructural necessities and evolving economic imperatives, alterations to the ideal block plan resulted. Large social housing projects, hospitals, schools, civic buildings, institutional and commercial buildings, bridge construction, and street widening were superimposed on the existing grid necessitating adjustment to the block plan and the subsequent creation of lots which did not conform to the 25 foot by 100 foot standard.

The mandate to maximize economic advantage through the reproduction of the standardized typology of the tenement, viewed as the smallest economical unit, describes the present climate and resistance toward design innovation. The tracks left for the predominant typology are left vacant and can be labeled residue. The various classes of residue are here identified.

PROTOTYPE

The proposed prototypical building is inserted into the identified residual sites on Manhattan's Lower East Side. The architecture of the prototype is adaptable to the dimensional constraints of the varying forms of residue. A common constraint is the narrow widths of the sites. The interior space compensates for this constraint by acting as the receptor of an architecture of surfaces, characterized by its ability through penetration to contain still and dynamic image. The zone of projection of the eye, the resolution of the image contained within the surface, and the proximity between the two become architectural design considerations in this large saturated building type.



RESIDUE
An acronym for Residual Urban Site Strategy, relates the susceptibility to visual stimuli which characterizes our contemporary condition to a position within architectural production.

This relationship is developed with respect to strategies in the conversion of very narrow residual sites into habitable spaces in Manhattan's Lower East Side. This district is particularly conducive to such a proposal as its distinctive urban fabric produced by a tenement landscape and complicated with oddly formed city blocks offers an extensive inventory of narrow sites.

In a means of qualifying this narrow space as habitable, an architecture of surface is developed. This architecture appropriates image while retaining its principle attributes - a potential subtextuality and a potential to communicate information. Employing this potential, space becomes an effect of image and the two-dimensional surface becomes its external boundary. This forces a redefinition of space as that which occupies the volume between the body and the surface.

This gives rise to a revolution in the measure of space. The zone of projection of the eye, the resolution of the image contained within the surface, and the proximity between the two are the variables in this measurement.

Through the control of these variables, the notion of habitable space adjusts to become an effect of the surface in visual proximity to that space. This in turn broadens the reconsideration of a massive inventory of narrow sites relegated to residue as potential receptors of the proposed building prototype.

SURFACE

Our contemporary condition can be characterized by an increasing responsiveness to surface phenomena. From our susceptibility to the seduction of advertising imagery to our attentiveness to the dynamic surface of moving images on the surface of the cathode ray tube, contemporary sensibility is cultured through a perpetual feeding of image. What this delineates is a visual culture, both saturated with, and dependent on image and hence the container of image.

In Ordinary Diagrams (1995), surface as a mediator in proliferating electronic information technologies was a dominant theme. This project outlined how electronic information networks become legible only at their interface - the LED, the LCD, the cathode ray tube - the surface serving as the boundary between the electronic network and our perception. It described the potential of electronic image, with its dynamic capabilities, seductive qualities, and increased capacity to contain and communicate information, as a component of architecture.

This was not in contrast to form as an architectural strategy. Form, it was said, typically results in a style and then a fashion and ultimately subjugates itself to the imperious altering of its intended ideological characteristics. Electronic image, when placed in juxtaposition to form, subordinates it and in turn, contains it. It was hypothetically concluded that in the context of our image mediated culture there exists a potential for a responsive mode of architectural conceptualization involving dynamic surface.

Architecture, surface oriented or other, is typically devoid of a perceptively dynamic quality, particularly in comparison to the dynamic surface produced in Ordinary Diagrams. It could be said that conventional architecture is slow. An architecture of surface, however slow, nonetheless can contain image and its properties - a potential subtextuality and a potential to communicate information. Employing this potential, space becomes an effect of surface and the information contained within the surface.

SPACE

Our contemporary condition, characterized by an increased responsiveness to surface phenomena, has brought about the conceptualization of an architecture of surface. It is except that the mandate of architecture is the mastery of space, the necessity to demarcate space within a surface architecture arises.

Space, by numerous accounts, has collapsed. The present context of globalization aided by the proliferation of electronic information technologies has created a

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